

# ENCOUNTERS

THE GUIDE TO OLD VAMPIRES



STORYTELLERS  
VAULT



## Credits

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This book was only possible through a conversation I had with the players at my table about the great old ones, which generated an enormous interest and curiosity in writing a book about.

I am grateful to always have the opportunity to explore new ideas with you and the community.

## Dedicatory

I dedicate this book to all vampire players, who always want to improve their games, always perfect their stories bringing fun and especially to the whole RPG community that supports the creation of new content, always being open to new ideas.

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# Elders

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# Introduction

*"And God asked, Cain, where is your brother? And Cain replied, "Am I my brother's coast guard?"*

**Genesis 4: 3, 4**

## How to Use This Book?

In every campaign we have elderly characters, princes and representatives of the cities or even independents who won their place in the Cainite world due to their age. Because of this, in many cases our neophytes or ancilla characters find themselves completely immersed in a dark world of manipulations and power games that is Jyhad. Elderly characters manage to try to stand out of this sea of lies, and even take a breath to keep from drowning, but it is still a complicated task.

The idea of this book is to create a way to fit elders in a convincing way in their plot, through the creation of a history file and coherence. There will be rules for creating tokens, coming from other editions of Vampire the Masquerade, 20th Anniversary Edition and even if this book is intended for the 20th Edition, the intuition is that it will work for each and every edition. The editions used in this book are:

- Vampire the Masquerade, Dirty Secrets of Black Hand 2nd Ed

- Vampire the Masquerade, Revised Edition
- Clanbooks, Revised Edition
- The Gehenna Book, Revised Edition
- Vampire the Masquerade, 20th Anniversary Edition
- Vampire the Masquerade, The Jyhad Diary of Beckett
- Vampire the Masquerade, The Black Hand Guide for Tal'Mahe'Ra 20 year old version

The use of these editions is only intended to exemplify, add some existing elements to facilitate the creation of characters and further complement the story, creation and implementation of elders in a chronicle. All references will be cited on the pages themselves to facilitate reading and searching for the information. Some of them may have been slightly altered, or other information added for the sole purpose of making it easier for players and GMs to use.

## Chapter 1: Character Creation

The first chapter will work on instructing the creation of records for your elders, seeking to satisfy all doubts

regarding the records. The story of the created elders is also covered, with tips on how to create them, how to adjust them for the best use of the character and its coherence.

Then, the way in which elders can be interpreted is portrayed, taking into account all the history created for these characters, whether in the campaign process or the creation of a record only. Finally, I will present rules for creating a sheet, moving on to the practical part and filling, but in a way that it is in accordance with the characters created.

## **Chapter 2: Narrative**

The second chapter deals more with the narrative issue: Creating engaging chronicles, implementing elders for their chronicle and narrative details. There are also

story ideas with the ancients, tips on using characters, and details on scaling power.

## **Chapter 3: Deities of the Blood**

The third chapter deals mainly with the great ancients: Antediluvians. The idea is to present alternative rules for them, interpretation tips and possibly use them for their campaigns with representations of how they could be, in terms of the record.



# Chapter One

## Elder Creation

*"In all this road of solitude, the Beast is my only sister. He was with me for hours, days, months, centuries. It is not now that I will abandon it."*

*Bertrand, Elder of the Beast Clan*

### **The Vampire Concept**

Creating very old characters requires a lot of work, as long as your NPC is really a pillar or point for the chronicle. When starting the creation of your elder, it is interesting to follow some topics about the character before you even start distributing points. These topics are:

- How old is your character?
- Who was the character before the Embrace?
- Who is your creator?
- How were the first centuries of life his? Who were his enemies? Which fame and what did he build?
- What are the personal and current goals of the character?
- How does your character feel these days current? What has changed in him since the Embrace?

It is questions like these that help us to create more convincing, complex, complete and "alive" characters.

Each of these topics will have to be filled out in a well thought out way, to create depth. The topics used are also available for creating neonate characters in **Vampire The Masquerade, Revised Edition**, on page 108.

The following pages will describe the topics in detail on how you can use character creation in a creative and functional way. Always remember to start at the bottom, because your character was once a neophyte and everything he did at this time will have some repercussions on his "I" today.

Even though elderly characters have lost their Humanity, it can be considered that they are not completely absent from feelings. Your Paths of Enlightenment or can guarantee you feelings, good or bad.

As stated on this paragraph, it is not possible for a vampire to be devoid of feelings, unless by supernatural means such as a Derrangements, mental defect or any other mystical characteristic. The Path of Enlightenment can be treated as a Conviction, a belief and mode of behavior that the character has arranged for himself. Think of it as an "excuse" to be the monster he is. But don't see it as the absence of feeling.

Feelings are human characteristics and are part of our instinct, our nature. Even vampires were once human and that is why they inherit this ability: Feeling. If a vampire was completely neutral, without any feelings, he would probably have no personal goals. It would be stagnant, without advancing or regressing. Even though weak and cold feelings remain, they still exist.

Anger, malice, hatred, hope, kindness, anxiety, they are all still feelings. Of course, do not treat it as a universal rule that Cainites could not be completely devoid of feelings. The Beast is part of a feeling of anger and hatred. The Rotshreck is part of the feeling of fear. But a Cainite who is indifferent, usually has a point of view, an extremely concrete, almost impenetrable philosophy. Perhaps Ilyes, the first Brujah could have something close to this, as she is described as being a Cainite indifferent to others.

## **What is Your Vampire Age?**

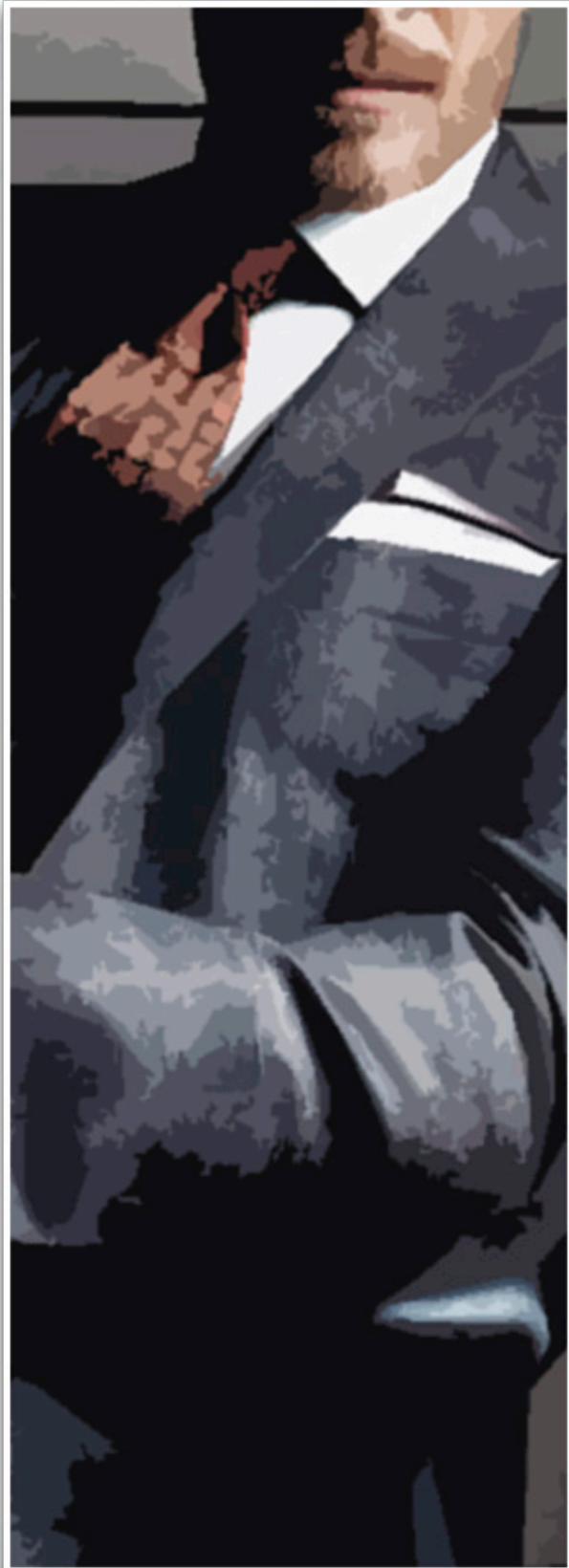
Even a simple question like this is the basis for creating your character. The idea of knowing his age will also lead you to further questions. When you define the age of your character, you are saying the time he was born, that is: The conditions in which he was raised, the challenges he faced, the moral and ethical customs, the dangers of his time and even the way with that he saw life.

Certainly a Cainite who was raised in the Middle Ages, with a very hard and laborious childhood, with little chance of surviving, will have a propensity to be too harsh with others or without compassion. It is as if his human life has reflected in its non-life.

His nationality also needs to be defined because it influences his character's customs. People are different around the world and many inherit the etiquette of their people. Dracula, for example, certainly has a confident personality, with the behavior of a nobleman and at the same time longing for the glorious times in which he lived.

## **Who Was Your Character Before the Embrace?**

This question can be answered with the "Concept" feature on the character sheet. The concept defines who he was, but more importantly, it defines why he was Embraced. The Sire's of all the characters Embraced them



for a reason, most of the time. It can be manipulation, admiration, utility, humanity, piety or any other reason. In the end you will almost always have one. Part of your character's relationship with your mentor or creator will be shaped by the reason for your Embrace.

Define who your character was. He could be a thief, an aristocrat, a merciless warrior or a scholar. Whoever it is, his concept was useful for his creator and for his "education". This is reflected in the path he took as a neophyte, anchor, elder and perhaps Methuselah.

## Who is Your Creator?

This is the part you use to describe not only who the creator was, but the relationships he had with your character, the way he tutored him, taught him. Was he kind? Did you teach attentively? Was it monstrous? Or authoritarian? This is where you define this.

If you are a player, it is recommended that you talk and work with your Storyteller so that the Sire of your character is created. His personality will be interpreted by your Storyteller, although the way he treats you can be suggested by you. Not every Sire who has low Humanity traits with other characters would need to present this evil with his own young.

Also, think about the remarkable events of your creator. Has he always been with you? He is alive? If so, is it your ally? How long have they not spoken? Take advantage of the topic to fill in all the relationship edges with your Sire.

## How Was Your First Centuries?

This aspect is very important. Even if your character is really old, in the sense of age, he is still a reflection of his past. Yes, there are still traces left or maybe even a large part of his past behaviors are left and this will influence who he is today.

To better understand, use human examples. A 20-year-old person has few convictions, is still learning a lot, is having experiences and difficulties in many of them. But when this person reaches the age of 60, he will probably have his own convictions, worldviews, based or not on the empirical knowledge he had. This human will also

have his prejudices, his closed ideas and his difficulties to adapt to the new times. This is how your Elder character should work or close to it.

Imagine him as a Neonate: Were the first years difficult? How did he deal with the challenges? Who are your enemies, allies, contacts built in that period of time? Are they alive? Who did he meet as a neophyte and who endures today in his non-life?

Then, let's go to the second step, which is to imagine when your character started to gain more notoriety, his Ancilla age. It is interesting to think about how he got Status, what he did to start playing the games of Elders and to stop being a puppet, who were the important vampires that he knew at that time, what he managed to build in his "vampire career" While playing Jyhad as Ancilla.

Remember that this is a work of imagination. There are centuries of non-life and you can explore each century in your background (history) briefly, writing it in topics. Possibly it will make it easier for you and your master when reading. For the Storytellers, it is interesting to summarize the character's history to the maximum, adding points of weight and importance that will resonate in his story.

There is a difference between when the Storyteller creates the character and when the players create it. Players need to fill in many edges of the character so that the narrators understands that personality and can use all possible resources to submerge the player in his plot. When the character is created directly by the master, it is possible to use it without having a complete history, as most of the time the narrator is in control of the events that are happening and can reveal only parts of that NPC's past, if necessary.

After having created the whole process of the first centuries of his non-life, we will now be creating him as an Elder. Consider thinking about how he plays with Jyhad, his influence, how he achieved it, who his contacts are, how he came to power and try to connect these questions to what you created earlier. Your entire story needs to be connected. The events you have posted can have consequences and must, in some way, impact the character.

Don't forget to create the convictions that your character has adopted for you over the years. Remember: He retained his own view of the Cainite world, whether positive or negative. He had ideas, prejudices and the way

he saw his reality is very important because it is part of the construction of his character's philosophies.

## What are the Goals of Your Character?

This is one of the topics in which your character works as an elder most. If you understood his whole history and managed to reflect on his trajectory, then you probably already have part of that answer. The character's goals are what move him. Whether revenge or love, having a goal will give you a reason to really look for what you want in the chronicle.

If you have not yet found the answer to his current goals, reflect on who he is. Reflect on what he would look for, get into your character's mind and think how he would think. And when you find what he wants, consider that desire: Where does it come from? Why? Was he influenced to think about it? And in this way work on his personal goals.

Your character does not necessarily have personal goals. There are vampires who believe they have conquered everything, there are those who have fallen into depression by discovering how boring and still the nonlife is. There are characters who just got tired and don't want to know about Jyhad and other conflicts anymore. You can adopt some of these characteristics and use this to get ideas about what your character would do to get out of this situation, if he would like to get out.

## The Embrace Impact

Since the Embrace, how does your character feel? What has changed after all those years? Do you remember that your character "is the reflection and remnant of what he once was"? It is in this topic that this sentence comes into effect. The whole trajectory of your character, all his historical background will bring you the answers to this question.

Is your character a traditionalist? Do you prefer things the way they were in his time? Is he sad because things are not what they used to be? Does he still think like before? How was it still building among vampires at the time? These are questions to be taken into account.

See what are all the events that happened in his non-life



and that affected him to be what he is today, thinking how he thinks today. Identify what he thinks about the world around you. What is your worldview? Who is he really now? Once you have all these steps in hand, you have the concept of your Elder. These are not necessarily rules, but they are important for your concept.

## Elder Character Sheet

This is by far the easiest part, but many confuse a huge number of elements on the sheet. Before talking about the character sheet, you can think about systems that can be used for character scoring. The Background “Age” is a great example to be used, presented since “**Dirty Secrets of Black Hand, 2nd Edition**” (p. 72) and there will be other resources presented in this book for you to use it. There may be some modifications due to adaptation and updating to **Vampire the Masquerade 20th Edition**, **Vampire The Classical** or **Vampire the Dark Ages, Twentieth Anniversary Edition**.

There are possibilities of scores that you can use in your chronicle or that you player can use in your character. I will list two ways to score your character. One will be for a weaker power level campaign and the other will be for a higher power level, with more powerful elders.

The first suggestion is that you use only the base points of any **Vampire** game and then add the Age Background. The justification is that all the experience that your character had is already in the background and he does not necessarily earn points in Attributes,

Abilities and others in addition to the Background bonus. In system terms, this makes the game more balanced.

The second suggestion is in case you want a more powerful chronicle. Then, you just need to combine the Elder base points with the Age Background.

## Elder Pontuation

Initial Generation: 10th  
Attributes: 10/7/5  
Abilities: 17/13/10  
Disciplines: 10  
Backgrounds: 15  
Bonus Points: 25

Remember that the costs will also change. Your character must have more than three hundred years and Elders have more difficulty in learning new Abilities. Dealing with the weight of age is one of the hardest challenges for the Vampire, it will be more costly when it comes to distributing points, especially in XP.

## Age Background

The Age Background reflects the time the vampire was active, not his total time of existence. The years he was in torpor do not count, for during that period he did not increase his power or knowledge.

- 51 - 200 years: +30 Bonus Points; -1 Humanity

## Bonus Points Cost Chart

| Characteristic      | • | •• | ••• | •••• | ••••• |
|---------------------|---|----|-----|------|-------|
| Ability             | 2 | 2  | 3   | 3    | 4     |
| Virtues             | 2 | 3  | 3   | 4    | 4     |
| Attribute           | 5 | 5  | 5   | 6    | 6     |
| Thaumaturgical Path | 4 | 4  | 5   | 5    | 6     |
| Discipline          | 7 | 7  | 7   | 8    | 8     |

- • 201 - 350 years: +55 Bonus Points; -2 Humanity
- • • 351 - 500 years: +75 Bonus Points; -3 Humanity
- • • • 501 - 750 active years: +90 Bonus Points; -4

Humanity

- • • • • 751 -1000 active years: +100 Bonus Points; -5

Humanity

The passing of the centuries grants many Bonus Points per level (cumulative), but also charges its price in Humanity (or Road / Path), -1 point for each point in the Background. This lost Humanity can only be recovered at the cost of 5 Bonus points per Humanity or Path of Enlightenment point. Do not think that if your “lost humanity”, you can repair that by buying Path of Enlightening points. The cost is even bigger. For every point in your Path of Enlightenment, you should spend 6 Bonus Points per dot.

Note that each point in the Background guarantees less Bonus Points from one to another, indicating that over the centuries it is difficult for the vampire to learn new skills. Also, be aware to reduce the pontuation after the 5th dot in Background. Characters with more Age must win between 80-100 Bonus Points every three hundred years, although is not recommended to let your Players

have more than three dots in Age Background.

## XP Distribution

There is also the possibility of distribution by XP (Experience Points). In this case, you can follow the recommendations in the book **Vampire the Masquerade 20th Edition** (p. 79), in which an Elder has an average of 250-600 points, although a list with the Age Background could be adapted with the format for XP .

Methuselah characters have an average of a thousand years. The XP they have is much higher than other Cainites. For the better understanding, the Mathuselah Character will be contextualized on the following pages, but its recommended to add 1000xp if your character is this age.

- Neonate: +5 to 35 experience points, -1 Humanity
- • Ancilla: +75 to 220 experience points, -2 Humanity
- • • Elder: +250 to 600 experience points; -3 Humanity
- • • • Methuselah: +1000 experience points; -4 Humanity
- • • • • Arcaic Methuselah: +250-500 experience

## Experience Cost Chart

| Characteristic          | •              | • •            | • • •          | • • • •        | • • • • •       |
|-------------------------|----------------|----------------|----------------|----------------|-----------------|
| New Ability             | 3              | 4              | 5              | 6              | 7               |
| New Thaumaturgical Path | 7              | 8              | 9              | 10             | 11              |
| Humanity                | Current Lvl x3 | Current Lvl x4 | Current Lvl x4 | Current Lvl x5 | Current Lvl x6  |
| Virtues                 | Current Lvl x2 | Current Lvl x2 | Current Lvl x3 | Current Lvl x3 | Current Lvl x4  |
| Attribute               | Current Lvl x4 | Current Lvl x4 | Current Lvl x4 | Current Lvl x5 | Current Lvl x5  |
| Thaumaturgical Path     | Current Lvl x4 | Current Lvl x4 | Current Lvl x5 | Current Lvl x6 | Current Lvl x7  |
| Clan Discipline         | Current Lvl x5 | Current Lvl x5 | Current Lvl x6 | Current Lvl x6 | Current Lvl x7  |
| Other Disciplines       | Current Lvl x7 | Current Lvl x8 | Current Lvl x8 | Current Lvl x9 | Current Lvl x10 |

points; -5 Humanity

For each extra point beyond the 5th level your character has in the previous Age, using XP, remove 1 from Humanity and add 250 to 500 experience. This way you can level Methuselah characters without creating world destroyers.

Don't forget to use the same Humanity and purchase cost rules for XP. Very old characters tend not to adapt so well to the new times, taking longer to learn new things or also due to lack of interest. Listed below is the Experience Cost Chart, which represents costs of points that will be part of the creation of Elder sheets.

## Points Distribution

Before you start "sculpting" your character's sheet, it is interesting to consider what the points represent. We know that the first ball is the basic knowledge, the second is mediocre, the third means that you are very good in that area, in the fourth means that you extraordinary and in the fifth ball you mastered that.

Thinking about this, the sheet should reflect your character's interpretive behavior. Don't think of the sheet as just a bunch of points to fill out and say how good your character is. Think of the sheet as an interpretive map of your character, as a guide to what your character knows or doesn't know. Of course, we do not know and we will not be able to play characters with scores about human or masters in some field of knowledge, but we can strive to interpret what we have access and knowledge.

When distributing, think about interpretation. Think about whether your character would really be dedicated to

the knowledge you are putting in. Think about whether he would really become a master in the discipline you want to put in. Because when you create the form in this way, your character does not become just a sheet of paper with an almost exorbitant score, being master of everything he himself knows.

When we create the character sheet thinking of the coherence, the character ceases to become a piece of paper and becomes something more "alive" and immersed. Of course, you don't have to take this as a obligation. The Elder's Guide does not dictate rules, in fact it helps them to understand that putting together an elder chip is not simply putting a lot of scattered points to fight. It is really creating a personality. Any knowledge you put there will be part of that creation. They will be what constitutes your elder, making you more complete and convincing for the players and for the story.

We often find ourselves thinking about the points and we are amazed by the amount of power we can have with that Elder character. This is not bad at all. This is because we, players, value fun. It's fun to have Potence 8 and destroy a mortal with one punch. It's fun to have Celerity 7 and dodge bullets. It's fun to have Fortitude 8 and withstand a missile explosion. But this has to be in line with your character. It has to be coherent.

Consider taking the mood, theme and content of the chronicle. What was agreed with the Storyteller and the other players? If it is a chronicle in grayer, more serious tones, its better to make a shet that has more "realistic" molds, as far as possible.

Make a sheet that has this kind of consistency in which you have to understand why your character knows about it. Try to be in the same page as your group.

Always take into account the combination with the table. If the content is fun,

don't get too attached to coherence, even if it is important.

## Elder Morality

When we set up Elderly characters, we often believe that they are complete monsters that don't care about anything but themselves. It may be true, but at this point we will go into the aspect mentioned before, at the beginning of this chapter: Not every Elder necessarily needs to be inhuman.

As said before, the Path of Enlightenment and Roads are designed to give your Elder a north. However, mix these means of behavior with the whole story you created of him. Would it make sense for him to be inhuman? Would it make sense for him to have a complete absence of feelings? Consider this when interpreting your character.

It is not because an Elder follows the Path of Honorable Accord that he is necessarily bad or inhuman. To facilitate the example, imagine a Brujah who participated in most of society's events from the 17th century onwards. French Revolution, the Seven Years' War in the United States of America, the Industrial Revolution, the First and Second World Wars. Certainly he became a colder man, more disconnected from his Humanity and perhaps because of that he decided to follow the Path of Honorable Accord. Does this make he completely absent of feelings? Following a Path completely erases the centuries that he spent detaching himself from his human dispositions? Completely erases his trajectory?

So if your character has a Path of Enlightenment, and probably will, it is recommended to interpret him as someone cold, but not without feelings. Always take into consideration his history to have at hand how he would act. Even if some Roads and Paths would actually prevent you from feeling as easily as others, or leave you much colder than usual.

We used the Brujah with the Path of Honorable Accord as a example. But what if your character seeks the Path of Typhon? Or other Paths that would make him a monster? When this happens, it creates a confusion on the Storyteller and the player's minds. Paths like those would make a character feel most of the negative emotions. He could driven by them. Selfishness, envy, anger, coldness, revolt and other equivalent feelings. Maybe the character chose to feel these because he hates the world, he just has a twisted mind. Whatever the reason, he feels the worst emotions as possible, but for him could be something good. Even Caine have emotions. His hatred consumed him. So he feels emotion, but in a negative way from our point of view.

In any case, even the bad guys could feel love. Maybe by a cause, maybe by his childe. But not in the conventional ways that the general vampires do.

## Elders are Not Perfect

Finally, forget the idea that Elders have no defects. Often when assembling the file, we like to put only qualities, completely forgetting the defects



and disturbances that that character acquired throughout his non-life. If your character is so old, he hardly managed to spend more than 300 years unscathed from any physical, social or mental fracture.

Certainly he had broken in parts, certainly it was deceived and used and injured in that period of time. The Flaws are in the book not only to guarantee bonus points but to use them in interpretive aspects.

Whether it was sentimentally broken during time, mentally or otherwise, your elder must have at least one defect. The ideal would be at least the seven mandatory points and in addition, according to its history, add enemies. There are some defects of elders that can be very interesting if placed properly:

- Mathuselah's Thirst (Guide to Camarilla, Revised)
- Devourer of souls (Player's Guide to Low Clans)
- Anachronism (Player's Guide to 2nd Edition)
- Overconfidence (Guide to Camarilla, Revised)
- Presença Sinistra (Vampire the Masquerade, Revised Edition)
- Enemy (Vampire the Masquerade, Revised Edition)
- Rotten Stain (Guide to Camarilla, Revised)

It is interesting to justify these Flaws with the history and even with your character's Path. Trails that involve a very large distance from Humanity could have effects such as the Rotting Stain itself. There are countless ways to justify your character's Flaws. But keep in mind that it is impossible for an elder to reach the age when he arrived without any Flaws.

## Derrangement

Another important factor is to choose Derrangements according to their history. As a optional rule, the Storyteller should demand that every 200-300 years, the player must choose a additional Derrangement. Every Elder must have at least one Derrangement.

As said before, every Elder had gone through a lot of

problems. He saw his parents die, maybe from age or some other violent cause. He probably were betrayed by someone he liked or loved. He probably were a monster in his early nights, not because he likes it, but because he was learning about how to control the Beast. Thinking about that, you must have in mind that your Elder is tainted with bad occasions on his unlife. Events that marked his life could cause a Derrangement in your Elder.

Try to frame it in the best possible way. Your Elder doesn't need to have countless, but at least a really significant disturbance. When choosing a Derrangement, think about the reason your Elder became disturbed. It's not a rule to be followed blindly, but it's coherent to think about this personality flaws that your Elder might have. He could be 900 years old and have one or two important Derrangements.

## Mathuselah

In the creation of characters as old as these beings, the "recipe" is almost the same: to think about the whole story and follow the previous steps, but there is an almost impossible question to be avoided, related to the score of these characters. It is precisely about the vision we have of these very old characters.

When we create a character that is over a thousand years old, we have to keep in mind that his goals are much grander than any other Cainite below his level. Probably the Methuselah characters are really spinning the pieces in this great game that is Jyhad. Therefore, consider that a large part of them and this includes your players can and are entitled to do this.

If a character has reached the age of a Methuselah, he probably has enough influence and the occultism to try to make the plans go the way he wants.

Setting up a Methuselah is not just a matter of points. Much of it should be followed as in the previous topics, the difference will be that your character will be much older and with a huge history bag on his back. Methuselah characters must have at least two permanent Disturbances, mandatory some enemies and the seven points of defects, without excuse this time. They are too old to get out of these problems unscathed.

When creating your Methuselah, you can think of setting really fearful, far-reaching, ambitious goals. Your

character is now very powerful and can afford it, but reflect very well on what you really want. Mistakes with characters of this level can be fatal and, if you make them, you can probably die. Be careful.

## Curses of the Damned

When the characters are faced with the Elder Age, sooner or later they begin to feel the Eternal Sleep. This is the moment when all Cainites go into torpor and will only wake up months or centuries later, depending on their morality.

There are three ways to treat this condition among the Cainites: As a Flaw, as a Derrangement or Mystical vampire condition. The way you will use it is in your hands, but treat this defect as one that you hit with age and cannot escape. You may avoid it or manage to postpone it, but run away, no.

Whatever the reason, mystical, flaw or derrangement, the Storyteller can and must define how this sleep will happen, whether it is preventable or not and the reason for it.

## The Eternal Sleep (2, 5 or 7 points of Flaw)

When a character has this Flaw, he will probably start to feel a need to enter Torpor, the vampiric sleep. Perhaps no one knows the explanation for this. It can be a Divine punishment, since the Cainites circumvent death, it can be a recovery of Vital Energy or even a condition or blood call, that some Antediluvians passed on to their young.

Each point that the character has in this Flaw, means that his deep sleep will start earlier than usual. With 2 points, the character will only feel deep sleep close to his thousand years, with 5 points the character starts to feel sleep close to his seven hundred and with 7 points, he starts to feel sleep earlier, close to four hundred years.

If the character refuses to sleep, they will need to make some Willpower checks weekly, starting at difficulty 3, increasing by 1 per week. As soon as the character goes into torpor, he will fall asleep for the time stipulated according to his Morality (Humanity, Path, Road or Philosophy).

Storytellers can feel free to make changes and deal with the best they can for their chronicles. Do not forget to use the Anachronism of ancient characters after the long period of Eternal Sleep.

## Antediluvian

This is the pinnacle of vampire power. Antediluvians are extremely difficult to interpret and create, but make no mistake. Creating a card is not simply putting ten in all characteristics. I'll explain in the next pages.

The Antediluvian has concerns beyond earthly understanding and knowledges. Its objectives are almost "out of this world". Lasombra wanted to end the Creation of God, Malkav became the Malkavian Network, Ashur wanted to commit amaranth to God and so on. These are objectives, achievements almost out of the question. Probably if your character is a member of the 3rd generation, or someone with equivalent power, surely your goals will be at almost astronomical levels.

### *Who are the Antediluvian?*

*Many confuse, but Antediluvian is anyone who has survived the great flood. We only treat them as members of the 3rd generation because they are the majority of those who are really alive, but in practice it is all the Cainites who survived the flood. You may have been an 8th generation, but if you've been alive since the flood, then you're already an Antediluvian.*

This is true of the "Power Escalation", which it will described better in Chapter 2: Narrative. But, in short, a Antediluvian has challenges to his level of power and characters in this level have already discovered so many things, they already know so much that they no longer care about earthly goals.

These characters probably feel that they have reached the limit and want to transcend. They need this. Some

of them probably have knowledge of dimensions and realities beyond ours. Malkav probably understood what reality really is. Saulot was perhaps not far from that. Ennoia, in Time of Judgement collection tried to become Earth itself. So when interpreting them and reading their stories, consider using plans that are really at almost extraplanar levels.

Another factor that makes them stop really caring about earthly goals is precisely their age. They have a millennia of non-life. And even if they are 8 or 10 thousand years old, we assume that they have lived at least 4 thousand active years, that they have had all possible experiences before entering and Eternal Sleep. Having this age means that to them, non-life is probably tedious if they stick only to the earth plane.

It is like an Archmage who understands that there is much more outside the Earth to be researched and explored. Possibly he will explore when he gets sick from here and ready. It is no different with Antediluvians, they are ready, they are sick and they want to find other goals, they want to build lasting goals, they want to make plans that will really make a difference, even if out of selfishness or arrogance, this is important for them.

Because of this, their enemies are not easy to deal with: powerful demons, angels, other antediluvians, werewolves of 5th or 6th rank, archmages and several other creatures that will give them a lot, but a lot of headaches. Everything is part of the escalation. And because they have such bigger goals, their enemies will also be great in the same way. The next pages will present pontuations for these characters, systems and suggestions. Remember that you do not need to incorporate it on your game as an official rule and follow it to the letter. There will be presented below alternative rules for the Antediluvians, which will possibly allow us to use them in a better way.

## Antediluvian Coherence

When dealing with Methuselahs, we usually imagine those characters with epic scores, reaching levels of 7 to 9 points. And when we think of Antediluvians, the first idea that comes to mind is that they are invincible, having 10 in all Attributes, Abilities, Disciplines, Virtues and other characteristics. It might even be true. But everything is a matter of vision.

Understanding the Vampire the Masquerade and Dark Ages story a little more, we see that most histories tell a version of the facts through the view of a specific Cainite on the subject. This means that this information is not necessarily real and many of them may be the result of fear of this Cainite or manipulations that he has undergone by his elders over the centuries. That maybe we were convinced by a version of the story. The reality can be completely different.

Think about the maturation of a character, think about the scores and the learning that he has. As a rule, the older, the more difficult it is to learn the Abilities he wants, so he could not have all the elements on the sheet in 10 points.

Another argument that complements this reasoning is that much of the non-life of these characters was in Torpor, in deep sleep. Troile has been buried since the fall of Carthage somewhere in Europe, for example. Every discipline needs to be practiced, regardless of the level, our characters improve and therefore, apply a lot of time to perfect their discipline and achieve the desired effect. This logic applies to the 10th levels of the Disciplines.

Not necessarily a vampire who has 10 in Disciplines does everything he wants and is a God. Perhaps the Antediluvians have levels equivalent to 10, as in all other Discipline levels. The same idea applies to Abilities and Attributes: They don't necessarily need to be 10 at all. If they had, Elohim or God would not exist in World of Darkness, and even other supernatural creatures as well.

This does not make them any less powerful, but it makes them less invulnerable, after all if in the past some of them have already fallen, it is because they are not invincible.

As said before, this view of invincibility is due to the fact that whoever told the story is below them at the level of power and has therefore had an equivalent view. The supplement "**Becket's Diary of Jyhad 20th Edition**" has descriptions that perhaps, for the hope of the Cainites, the projections and ideas that the ancients would be indestructible were wrong.

If you want to adapt to be one of these in your campaign, whether for Gehenna or times of the Classical Era, in the next few lines, there will be suggestions on how you can explore the limits of the 3rd generation in your favor. In the official rule, every character from

the 8th to the 4th generation has enough blood points to last for 5 consecutive turns if they spend all possible points per turn.

- 8th generation has 15 blood points, being able to spend 3 / turn
- 7th generation has 20 blood points, being able to spend 4 / turn
- 6th generation has 30 blood points, being able to spend 6 / turn
- 5th generation has 40 blood points, being able to spend 8 / turn
- 4th generation has 50 blood points, being able to spend 10 / turn

With the exception of the 9th to the 16th generation, all characters who have the most potent blood are able to stay in combat or do their actions for 5 turns if they spend all the blood they have.

Thinking about this idea, I came to the conclusion that a 3rd generation could follow the same pattern. In theory, they were all cursed by Cain, while he was enraged because of their betrayals. Perhaps one of the curses imposed by the Dark Father would be precisely the limit of the 3rd generation.

- 3rd generation would have 75 blood points, being able to spend up to 15 / turn

Was it possible for someone like Zapathasura (Ravnos Antediluvian) to survive the Week of Nightmares as he did even though he/she had 75 blood points? Yes would be. That is why we will enter the subject “disciplines”. Elders of these levels of power have already passed our knowledge of Disciplines. Some of them have 3 or 4 versions of the same level. Zapathasura could have 4 different versions of Fortitude 7, for example. She could have created her own levels or have access to her own target subjects as well. Also, it's told that they may even not spend blood points for their Clan Discipline use.

There are countless defenses that they can have, that allow them to be as powerful as they are, but not indestructible. As it was proved before.

As a Storyteller, it is interesting to consider that every character, absolutely every character has to practice what he wants to learn. Even these elders must have Flaws and they will be compromising many situations for this.

Another possible system that you could add to your table is precisely that of Blood Potence, but in an adapted way. We know that the book makes it clear that there is not a correct amount of Blood Points from 3rd generation members. It would be interesting to allow them to buy their Blood Points with XP, increasing more and more the amount they would have. This would make some more powerful than others.

It is possible to make the blood cost equal to 5 per point purchased, so if someone wants to buy 50 blood points, they will pay at least 250 experience points. It would be an interesting way to classify your level of power.

## Powers Above All

These kind of Deus-Ex-Machina presented in Time of Judgement series, there are actions that Antediluvians do that do not necessarily need power to influence and control their knowledge about the blood of other Cainites. These knowledges make them even more misterious and intimidating. These actions are simply guaranteed by their blood potency:

- Antediluvians may assume their descendants mentally, possessing their body.
- They can feed at a visible distance from the blood of their descendants.
- The Ancients have the power to summon their descendants in an effect similar to Presence 4 (Summon), as potentialized and almost irresistible.
- There is also the possibility that characters fail to attack them simply by “Paternal” presence.
- Members who reached 10 in one of their Disciplines probably don't spend more blood points when using it.

It is recommended to read Time of Judgement - Gehenna's book (p. 182) to get a sense of other powers that they have and that they can use to get what they want. The book also describes interpretation tips on Attributes above the 7th score, including interpretations of how the intelligence of these beings would work.



# Chapter Two

## Narrative

*"I simply said to him: I am what God made me be. And I will not kneel."*

*Caine, the First Vampire*

### The Elder's Game

It is at this moment when the master must use all the resources he has read from all the stories of the characters to make the campaign as interesting as possible. However, there is one mistake that we all make: When the characters are very old, we cannot direct the campaign anymore. We let them direct.

When we are narrating to elderly characters, they are powerful enough to create chaos in the city if they want to. This can happen, especially in the case of Mastusaléns. As we cannot control the course of history, we give access to the motivations for these same elders to follow events and create a story together for the master. It is completely valid and it is possible to use the resources of that character's story precisely to engage and motivate him to pursue a goal that you have set.

To understand better, imagine that an elder already has resources, influence and any other source of power in the city, but he is tired of all this and still finds out that in a few years Gehenna will happen. This could certainly be a reason for the character to give up, isn't it? But then, you add a "piece" of information to the story: He discovers

that his salvation will only come through enlightenment (Golconda). Possibly this will already move the player to go after the information and create a chronicle or an entire chronicle arc just using the search for Golconda.

This is how we work with elderly characters. We cannot, do not need and will not control their stories. Let them control them and let them create part of their own destiny. The elder game can be much more interesting than it seems if we think about it.

As I did in the last chapter, I will use the same resource in this one to facilitate organization and understanding. I have separated these following topics:

- Storytelling a Chronicle for Elders
- The Elder's Motivations
- The Elder's Jihad
- Immersion in Your Games
- Chronicle Ideas for Elders

These topics will serve both for masters who want to

further complement their campaign and for players who need and want to understand what an elder game is like.

## Storytelling a Chronicle for Elders

When we start storytelling to elderly characters, we can have two types of chronicles that they probably want to follow:

- Chronicles with power games with Jyhad
- Chronicles with Discoveries about the Damned

The big difference is in the goals. You, as Storyteller, must also define the style of chronicle that you are willing to narrate.

Chronicles like those of power games deal more with the political issue, the classic style of playing vampire. This is usually the easiest and most common style to narrate. Narrating this type of chronicle involves creating an engaging political plot in which your players have to feel that they make a difference. Elder characters no longer need to be the background of games. Let them be protagonists! Let them do their political tricks, let

### Collectors

Generally, very old characters are full of secrets, artifacts, treasures. There are elders who are collectors of relics, simply because they liked it or want to keep it as a memory of a time that no longer exists.

It is interesting to use this premise for some elders. When stealing from an old man, do not expect grace, but fury. Elders are like grumpy old men who for the most part hate to be stolen or deceived and are likely to unleash their fury on anyone who steals something that is of material importance. It's like stealing a painting from a Toreador. He will certainly be furious.

them plan and complete their goals, but also suffer the consequences for this. Don't forget that elder campaigns have far more unpleasant consequences than Neonate campaigns. An Elder's mistake will resonate with an entire chain of events.

The other style of narrative involves those elders, usually Methuselahs who want to leave the tedious routine. These are the chronicles that involve Umbrae, Tal'Mahe'Ra, crossovers and other elements of scenarios other than the vampire, but that still complement the World of Darkness. If your players want this style of campaign, don't miss the chance to show them another face of the World of Darkness.

In this type of campaign, more fantastical discoveries, powers, explorations and adventures can be common and this is not bad because it is within the main theme. And just like in the other narrative method your players need to be main characters, manipulating the game pieces, in this one they need it too.

Let them be great discoverers, let them stimulate their creativity, create their own Combination Disciplines or levels of Disciplines above the 5th level. Let them feel really important.

As said before, Elders own themselves, or are expected to be. At this level, present the consequences of your actions. Also let players learn to use their chips and learn the consequences of using them wrong. Show them the importance of interpreting knowledge, and always help when you feel that something is wrong with that interpretation.

At this level, deeper characters end up becoming mandatory because if given the chance, your players will probably use every resource to discover and explore something from his past.

Not all characters will need to be "Anthony Hopkins" in character depth, especially if they are not a pillar of the chronicle. And when I refer to the pillar, I mean important characters for the plot. Neophytes and Ancilae can be more shallow and often appear only for the continuity of the scene. The Narrator must pay attention to when a character will be important or not for the chronicle.

You can create a quick character generation table for when you need it. Old characters usually know many, but

many other vampires and humans. They interact with many NPC's throughout the chronicle. And you can probably ask a lot of questions to these NPCs, if only to see "how the street is going" or the weather. Sometimes, players like to forget that they have hundreds of concerns, challenges, some enemies and problems at stake and it can be useful to use a moment of banal conversation simply to give depth to the scenario.

Another concern that arises when we have a chronicle of very powerful characters is precisely "How am I going to challenge these characters?" and it is at this point that you must stick to long-term or more significant challenges.

We usually use physical challenges for a narrative: A very powerful Prince, a good fighting Brujah, entering a location and defusing a bomb and so on. This no longer fits the type of challenges that we can provide players. Now, they need to think, understand the consequences, they need to plan and make that reality. Goals don't always have to be as simple as they used to be. Now they can and must be more complex. They must be more difficult because as the player increases his power, his challenges and goals must grow with him.

So instead of "knocking out a good Brujah," the player could convince a Justicar to turn a blind eye to a diablerist Prince because the city only becomes functional in the presence of that Prince. Did you notice the difference? Elders don't have to fight, they need to think. Elders do not always have simple goals, sometimes the "simple" of the elder is just the situation I mentioned above.

Scale objectives according to power levels and present them to players. Remember to bring consequences to the events of the chronicle.

## Fighting Does Not Solve Problems

When Elder's fight, they do for a very good reason. Even an Assamite Elder would not usually fight, he would trap his victim and finish him, without risking himself. When thinking about Elders fighting like they were invincible, punching through walls, stopping cars with their bare hands or taking a missile in hands, instead you must think about their reasons. In **Vampire** history, there were a lot of events that gives fear to the Elders. Believe it or not, they fear. Not fear of monsters, but fear of losing their Status, power or anything else they built in those centuries of unlife. Because of that, Elders

do not usually fight. They prefer less noisy solutions.

Think about it. You as an Elder, with your six hundred years, as a member of the Inner Council of the Camarilla. Would prefer fighting or sending someone to do this to you? Would you prefer risking yourself, your Status, the Masquerade or anything else fighting? If you do, that would be stupid because when Elders fight, they usually do for a very serious reason. Fighting is a risky action and the last thing an Elder would want is to risk his own unlife.

### Strange Personalities

*In addition to the collector's craze, elders have a serious tendency to become eccentrics. The example of collectors was only one, but it is inevitable that over the centuries the great ancients develop manias, tics or some insanity of their own. Incorporate that into your games, it's interesting for narrative details.*

*An out-of-time wink, a tick of the clock or a strange suspicion can add a lot to the scene.*

## The Elder's Motivation

As stated before, the elders' challenges escalate as their powers grow and their age increases. However, its objectives also accompany this maturation.

Using an example Neonate, perhaps your goal was to be respected in a neighborhood in the city. Ancilla might want a position, like Harpy's or even Sheriff's. But the Elder will probably want something bigger than jobs or simple things that are short-lived.

I am not saying that elders cannot have banal goals, but that banal goals should be used to complement the path of these elders. Getting a job will no longer be the elder's intention, but a tool for him to achieve something bigger.

Of course, not everyone has grandiose goals or beyond human thought and rationality. Some just want their position and lean back in a corner to rule what is below.

It is more simple and comfortable.

But your players will probably try to achieve things in the long run. Your players will be able to go after almost unreachable targets and this is part of a maturation of the character.

For NPC's, consider scaling up his goals. You can present futile NPC's who want nothing more than to command and step on weaker Kainites. They are also elements of the story. But it is always interesting to have someone and a great focus on the hands. It is worthwhile someone who can inspire and make players think: I want to be like this guy! And when they mirror this NPC, they will start planning goals like the NPC's that inspired them.

Work on an elder's motivations to bring progress and interest in the chronicle. It doesn't have to be the most complex goal in the world, but it can be something big and challenging for players to deal with.

## The Elder's Jyhad

By using the last topic as a basis, you can work on NPC's in ways that are not "robots" waiting only for players' actions to get a reaction.

If you gave them a personality, then they also have plans, they also make the political wheel spin. They also kill, they also steal, heal, manipulate, fight and so on. Don't forget that they also evolve with the players and cannot be just a background, waiting for the players to move the scene to get a reaction. Use the whole scenario that you created, think about how your character would act in certain situations and never forget that NPC's evolve too.

Caution! Many Storyteller make the mistake of creating "Nobody Can With Me" character and end up making the game boring. Understand: As clever as your character is, you cannot treat him as a favorite character because this is likely to have bad consequences on your campaign.

If you have a tip that is interesting to take for any and all chronicles you have, this tip is: Do not get attached to your creations. They are characters and if you get attached, you will probably pass them in front of the players, whether they are Elders or Methuselahs.

Sometimes, no matter how you try to save, the NPC will fall and there is nothing you can do. In any narrative



you do, be as neutral as possible.

Again, when you make NPC's, show them that they have an attitude and probably, if they get the chance, they'll also try to take the players down. Every vampire is a potential enemy until proven otherwise.

## Immersion in Your Games

Get attached to what's on the scene, the details of the clothes, items and objects that a character may be wearing, get attached to the mannerisms, the appearance, describe movements between the lines. There will certainly be a difference in the narrative.

I say that the narrative is important precisely because elder characters can use this to their advantage. Using the example photo below, if you describe only the two chairs with black walls and a frame, it may not be interesting to players. But, assuming you describe the details of the painting, the painting on it, the color of the armchairs, the details on the walls, the chandeliers, table and sofas, perhaps even the players explore this room further.

Knowing more information about where they are, players can look for clues if the place is being investigated. They can hand over the details of this room to an influential Cainite if they are looking to murder someone. They can convince a Toreador to visit the place and impress him, due to the picture and the beauty. There are so many doors that open with the narrative that we couldn't even tell them.

When Storytelling, it's very important to give details, give descriptions. Sometimes, an extra door inside a room can make all the difference in an escape or a trap. No matter how you use it, you just need to add these elements to the narrative.

Players can also feel much more immersed in a detailed narrative than with little description. It is much more interesting to be in a room that you remember what it was like than to just remember that you went to that place and not knowing or describing where you were.

For example: *"The four Neonates enters in the Elder's apartment. There, Elizebel, Primogen of the Artisan's awaits their visit. The apartment is the most comfortable that they've entered in the last few days. It's a modern looking apartment,*

*with high ceilings, showing the huge windows that allow everyone to see the city of Chicago. The apartment is the roof of the building, however the local fireplace was the most striking area, since Primogen's office is apparently located next to it. With his table, probably dating from the 18th century, the Elder calmly awaits the glimpse of young Neonates. His expression shows comfort and comodity. The room smells like rose candles, with a warm sensation, caused by the fireplace in the room.*

*The apartment is kinda filled with the Elder's Ghouls. Every eye in the room stares at the Neonates presence. Almost 6 or 7 mortals in the room stopped their responses to only pay attention to the Coteries.*

*The more the Neonates aproaches, the more uncomfortable sensation by the fire presence grows up. The Brujah Neonate feels his Beast burning his chest, with a sensation of agony and anxiety, wanting to run. The Tremere, instead, becomes paralyzed, looking at the fire dancing in front of his eyes. Trying to show himself strong enough, the Ventrue looks direct to the Toreador's desk, pretending to not be bothered by that fire presence. Lastly, the Toreador Neonate stares at the Elder's desk, not because he's trying in some way to avoid the fire, but because he is amazed with the details of that old desk.*

*Sitting in his leathered brown armchair, behind the table, the Elder waits for the four young vampires to stop in front of him. The tense and awkward silence permeates that room, then abruptly broken by the Primogen, who coldly says the exact words, cutting the air as a knife: Which one of you was the murderer of my Child?"*

When Storytelling, the environment, the descriptions, the sensations, everything must be told. Everything must give us the sensation of that moment. Tension, love, anger, whatever the sensation is, the way you describe it's the way your scene will be interpreted.

## Chronicle Ideas for Elders

It is always important to have ideas. The ideas of a chronicle are the main step for you to hook your players to the plot. This chapter brings just ideas, to exemplify stories so that you narrators and players can incorporate in their chronicles. The stories quoted below are for Elder characters, but can be used intelligently by younger characters. Just be creative.

1. In one night, one of the characters begins to have dreams that they saw all the Elders of the city walking towards the sunlight and then acquires the disturbance

“Impulse of Self-Annihilation”.

2. It is rumored that Jacques Demolay’s ancient sword was lost in the city. Some elders are already looking for it for their own purposes.

3. In the city, there is a sorcerer who is secretly arrested by one of the players’ clan. He is indebted to the clan and apparently has a formula or ritual to allow the character to lose Frenzy or Rotshrek forever.

4. On one of the excursions around the city, one of the players discovers a wall that functions as an “invisible door” to the Arcadia.

5. In one of the political plots, one of the characters discovers that there is a Baali infiltrated among the great elders. He does not know who, but if he does nothing, serious problems can arise and impair his influence in the city.

6. In a chronicle where players are part of the Inner Council or Princes, a famous hunter arrives in the city and begins to dethrone the NPC’s one by one until they reach the players.

7. Apparently, one of the characters encounters a Methuselah, perhaps even an awake Antediluvian and who knows how he is not in a frenzy. This great old man has not yet realized who he really is and the only contact he has had with current times is with one of the players. They may later discover that a magician is awakening not only this one, but several other Methuselahs.

8. Overnight, the inner city council disappears and this falls under the responsibility of one of the characters.

9. There is a Kainite in the city who is apparently carrying the Book of Nod in his own hands. Nobody knows it yet, and maybe if they do, the city could turn into chaos after this book.

10. In one of the player’s manipulations, he arouses



the ire of another player's spawn for having killed or used someone that the spawn loves. The child knows who the character is and will probably be preparing to take him down.

11. If one of the characters is from Tal'Mahe'Ra or Necromancer, he discovers that there is an artifact lost in one of the deepest places in the umbra, which could bring him a great status, unparalleled power and possibly a respect never before had.

12. The Sire of one of the players dies and he receives a letter describing how pleasant it was to kill his creator.

13. At one point, one of the characters begins to receive omens from Gehenna and discovers that one of his companions will, in a way, be the cause of this whole event.

14. During some nights, some Neonates broke the mask by doing all kinds of atrocities. When the characters went to investigate, they discovered that all these neonates are direct childers of one of the players and he doesn't even know it.

15. On an excursion, one of the players manages to find a very, very old scroll, with a lock that even he cannot open with his supernatural forces.

Keep in mind that it is interesting to separate your Elders campaign into arcs with a beginning, middle and end. And after these arcs, redo this same cycle.

It is recommended to use it in this way so as not to make RPG something casual or endless, with the impression that everything is continuous and never ends. Even though open campaigns seem to be more fun, it requires a very laborious process of continuing the story and appealing to the simple is not always bad.

Regarding the interpretations of the Elders, you must keep in mind that nothing is law. The idea is to present a style of sheet creation in which you Storyteller and players think about who your character really is. Consistency must be present many times so that your campaign does not become a complete exchange of meaningless punches.

In the end, we should all see what the table wants for you. If it's fun, without so many rules or consistency, it's still a good game. As in the Sewer Guide and the Clan Book: Lovers of Cain, which I wrote, I say here that the goal is always fun. If all the players at the tables are having fun, then there is no problem.

The next chapter will deal with very old characters, who may make drastic changes to your campaign. The idea is not to transform them as a tool for light use, but to use them only if your story involves them. Antediluvians, Methuselahs are not tools to arbitrate how the game should work, but to help the story move. If you think they will fit your chronicle as I'll list it, make good use of it, but in moderation.





# Chapter Three

## Blood Deities

*“... My fire will be an enemy to you and all your children will fear you until the end of times.”*

*Michael, the Arcangel*

### **A Millennia of History**

When a great elder, a Methuselah or an antediluvian appears in a chronicle, it is very difficult to measure the level of his power, to a certain extent. But this is not because of the inability of the Storyteller's to create sheet, but because of the whole concept that is presented around these ancient creatures.

The first thing to think about, as has already been said, is that these vampires, no matter how old they are, they have not stayed all their centuries active. Troile, mentioned before, may be in torpor until today and no one knows where. For this reason, when a sheet is created, one should only count the time lived and not the time of torpor, even if in other editions of **Vampire The Masquerade**, the great ancients earned XP even during their Eternal Sleep.

The main idea of the next pages is to present to the masters and players who are reading, practical uses for the oldest characters in the chronicles. Their record will be a metric not only of interpretation, but of a sense of what they can and cannot do.

Remember: As a GM, you have the power to completely change sheets, add new skills, increase or decrease attributes in any way you like. The following cards will be just a “north” of what you can follow in your chronicles.

Regardless of the power and seniority of the characters, imagine that all of them will present Flaws, addictions, Derangements and Merits that must be represented even with these great ancients. Consult the books and guides to see what best fits your chronicle.

As said before, chosen Disciplines, Specializations, Qualities and Defects must be in charge of the Storyteller. Remember to create your own 10th levels of the characters or other Disciplines you want. Certainly these characters have disciplinary goals several summers within the same level of disciplines.

It is recommended to read the books “The Erciyes Fragments, of Vampire The Dark Ages”, the “Book of Nod” and the Clanbooks, which detail more about the stories and personalities of the characters below. It will help them to interpret them consistently with their stories

**Note:** It was already made clear in Chapter One that for

me, as Storyteller, it is impossible for elders to gain XP while in Torpor. In your games, you should consider what's best for it.

## Blood Deities

### Assamites

**Name:** Haqim

**Sire:** Zillah

**Embrace:** c. 8.000 BC

**Nature:** Judge

**Demeanor:** Traditionalist

**Generation:** 3rd or 2nd Generation (by Diablerie)

**Apparent Age:** Unknown

**Attributes:** Strength 7, Dexterity 8, Stamina 7, Charisma 7, Manipulation 7, Appearance 2, Perception 8, Intelligence 8, Wits 9 (Judgement).

**Talents:** Alertness 8, Athletics 8, Awareness 8, Brawl 8, Empathy 10, Leadership 10, Expression 8 and Subterfuge 6.

**Skills:** Animal Ken 6, Crafts (Weaponsmith, Armorsmith and Traps) 8, Commerce 6, Etiquette 6, Melee 10, Archery 9, Stealth 8 and Survival 8.

**Knowledges:** Academics 8, Enigmas 6, Heart Wisdom 6, Investigation 8, Law (Second City, Roman Law) 6, Ocultismo 9 (Book of Nod, Sorcery), Politics 6 and Religion 6.

**Disciplines:** Quietus 10, Obfuscate 9, Celerity 9, Potence 8, Animalism 7, Fortitude 7, Auspex 7, Assamite Sorcery ou Dur-An-Ki 7 e Presence 6.

**Virtues:** Unknown.

**Morality:** Unknown.

**Derangements:** Blood Fetishism, Sanguinary Animism, Fugue, Paranoia and Desensitization.

**Willpower:** 10

The Sorcery that Haqim obtains must be in accordance with his fame as a hunter and judge, as if Haqim had developed them precisely for this. Climate Control, Path of the Blood's Curse, Hunter's Winds, Path of the Ailing Jackal and others like these would not be bad options for this Member of the 3rd generation. Consider researching and using levels available in other editions



of Vampire to better use the character and adapt them to your chronicle.

**Interpretation Tips:** If Haqim appears in your chronicle, interpret him as a fair and respectful man. Haqim is not the type to manipulate or curl others, he can be a very direct Kainite in his goals and ways of dealing with problems or events. Above all, remember: Haqim is not afraid. Take the opportunity to use the knowledge of the Assamite clan to your advantage, further increasing your immersion in Haqim's history and interpretation. Remember that he was the first judge of the Second City.

## Brujah

**Name:** Troile

**Sire:** Ilyes

**Embrace:** c. de 6.000 BC

**Nature:** Rebel

**Demeanor:** Survivor

**Generation:** 3rd generation (by Diablerie).

**Apparent Age:** by the 30's

**Attributes:** Strength 8, Dexterity 10, Stamina 8, Charisma 8, Manipulation 6, Appearance 6, Perception 7, Intelligence 7 e Wits 8.

**Talents:** Alertness 8, Athletics 8, Awareness 6, Brawl 8, Expression 7, Empathy 7, Leadership 6, e Subterfuge 4.

**Skills:** Animal Ken 3, Archery 6, Etiquette 4, Melee 8, Performance 6, Stealth 4 e Survival 4.

**Knowledges:** Academics 9, Enigmas 6, Investigation 8, Heart Wisdom 6, Law 8 (Carthage, Roman Empire), Medicine 6, Occult 8, Politics 8 and Theology 6

**Disciplines:** Celerity 10 or Temporis 10, Potence 10, Presence 8, Auspex 7, Fortitude 7, Obfuscate 6, Animalism 6, Dominate 6 or 10 (see below) and Protean 4.

**Virtues:** Conviction 4, Self-control 5, Courage 5.

**Morality:** Unknown.

**Willpower:** 10

**Derangements:** Overcompensation, Berserk and Bipolar Affective Disorder.

Dominate 10 is part of a speculation that Troile

may have diablerized Ventru instead of Ilyes and used Ventru's power to kill her. Whatever the scenario, it is up to the narrator to define. If in your chronicle, Ilyes's diablerie is considered, then add Temporis 10 instead of Domination.

**Interpretation Tips:** Troile is certainly an angry guy. After the loss and fall of Carthage, his hatred and bitterness were kept for centuries. In acting, Troile must be spiteful, passionate, furious, but not out of control. There is a fine line that will have to be present between Troile being a man of great fury and at the same time presenting impeccable self-control. There is the option of adding wisdom, with nostalgia and remorse for the crime committed millennia ago.

## True Brujah

**Name:** Ilyes

**Sire:** Irad or Enoch.

**Embrace:** c. de 8.000 BC

**Final Death:** c. de 3000 BC

**Nature:** Philosopher

**Demeanor:** Pedagogue

**Generation:** 3rd Generation.

**Idade Aparente:** Desconhecido.

**Attributes:** Strength 6, Dexterity 6, Stamina 8, Charisma 8, Manipulation 6, Appearance 6, Perception 8, Intelligence 9 e Wits 8.

**Talents:** Alertness 8, Athletics 5, Awareness 8, Brawl 5, Expression 8, Empathy 2, Leadership 5, and Subterfuge 6.

**Skills:** Animal Ken 2, Etiquette 5, Melee 5, Archery 6, Performance 8, Stealth 6, Survival 6.

**Knowledges:** Academics 10, Enigmas 8, Heart Wisdom 8, Law 8, Medicine 6, Occult 10, Politics 8 and Religion 6.

**Disciplines:** Temporis 10, Presence 9, Potence 9, Auspex 8, Fortitude 6, Dominate 6, Obfuscate 6 and Animalism 5.

**Virtues:** Conviction 5, Self-control 5, Courage 4.

**Morality:** Unknown.

**Willpower:** 10

**Derangement:** Desensitization, Antisocial and Memory Lapses.

**Interpretation Tips:** Interpret Ilyes as the closest example of what exactly a True Brujah should be. Ilyes imposes maximum respect due to his wisdom, but not by intimidating means but by admiration. Ilyes is a scholar by definition, indifferent and without parties, a complete scholar. Ilyes only interferes in matters that influence his philosophy.

## Cappadocian

**Name:** Ashur

**Sire:** Irad

**Embrace:** circa 8.000 BC

**Final Death:** April, 12 of 1444 (presumed)

**Natureza:** Fanatic

**Comportamento:** Idealist

**Generation:** 3rd Generation

**Apparent Age:** Around 40's.

**Attributes:** Strength 6, Dexterity 6, Stamina 8, Charisma 6, Manipulation 8, Appearance 2, Perception 9, Intelligence 8 and Wits 7.

**Talents:** Alertness 8, Athletics 4, Awareness 10, Brawl 4, Expression 8, Empathy 8, Leadership 8 and Subterfuge 8.

**Skills:** Animal Ken 2, Etiquette 5, Melee 6, Archery 6, Performance 6, Stealth 8 and Survival 7

**Knowledges:** Academics 9, Enigmas 6, Heart Wisdom 8, Law 6, Medicine 9, Occultism 9, Politics 8 and Theology 10.

**Disciplines:** Mortis 10 or Necromancy 10, Auspex 10, Fortitude 8, Presence 8, Potence 6, Obfuscate 6, Animalism 6 and Celerity 6.

**Virtues:** Unknown.

**Morality:** possibly Road of Heaven.

**Derangement:** Obsessive-Compulsive (Diablerize God), Compulsion, Power-Object Fixation (Catholic Cross) and Self-Annihilation Impulse.

**Willpower:** 10.

**Interpretation Tips:** Ashur or Capadocius is interpreted as a Fanatic for his cause. If Ashur is on the scene, show him as a curious man, very attached to a

cause, determined, wise by his knowledge of death and reflective. Ashur tends to be a philosophical man, seeming that in his mind he is always flying in his strongest plans and ideals, even though he is paying full attention to his surroundings, physically and supernaturally. Of course, Ashur would only have the luxury of showing who he really is to the members of his clan, the Cappadocians.

## Giovanni

**Name:** Augustus Giovanni

**Sire:** Ashur

**Embrace:** 1005 AD

**Nature:** Opportunist

**Demeanor:** Architect

**Generation:** 3<sup>a</sup> generation (by Diablerie).

**Apparent Age:** Around 60's.

**Attributes:** Strength 8, Dexterity 8, Stamina 8, Charisma 5, Manipulation 9, Appearance 4, Perception 8, Intelligence 8, Wits 8.

**Talents:** Alertness 6, Brawl 6, Athletics 5, Awareness 6, Intimidation 9, Leadership 8, Expression 6, Streetwise 6 e Subterfuge 6.

**Skills:** Etiquette 8, Melee 6, Commerce 4, Firearms 3, Performance 4 (Music), Ride 5, Security 4 e Furtividade 5.

**Knowledges:** Academics 6, Law 6, Heart Wisdom 6, Enigmas 3, Investigation 6, Occultism 9, Politics 8 and Theology 5.

**Disciplinas:** Mortis 10, Necromancy 10, Potence 8, Dominate 8, Auspex 7, Fortitude 7, Presence 7, Obfuscate 5 e Thaumaturgy 5.

**Rituals:** Almost every Necromantic Ritual known.

**Virtues:** Conviction 3, Self-Control 4 Courage 5.

**Morality:** Path of Bones 6.

**Willpower** 9

**Derangement:** Compulsion, Megalomania and Voices.

**Interpretation Tips:** Methodical, opportunistic and manipulative. Augustus Giovanni is also an imposing man. Giovanni is a born planner and seems to analyze very well the steps that people take through observation. As a 3rd generation Member, he became much more cautious and suspicious. Giovanni is completely selfish.

When he needs to decide between he and his Family, he usually put his Family aside and take all the merits for him.

Although he is considered the most present Autaki since the year 1000, Augustus Giovanni is still little seen among the Cainites. Even Giovanni himself does not reveal any trace of him, as if he were a complete ghost. Possibly Giovanni spends most of his time in the Shadowlands.

## Gangrel

**Name:** Ennoia

**Sire:** possibly Lilith, Enoch ou Dracian (Ravnos).

**Embrace:** circa 8.000 BC

**Nature:** Survivor

**Demeanor:** Solitary

**Generation:** 2nd, 3rd or 4th generation.

**Apparent Age:** Unknown

**Attributes:** Strength 8, Dexterity 8, Stamina 10, Charisma 6, Manipulation 6, Appearance 8, Perception 8, Intelligence 8 e Wits 8.

**Talents:** Alertness 8, Athletics 7, Awareness 7, Brawl 10, Expression 6, Empathy 6, Leadership 7 and Subterfuge 7.

**Skills:** Animal Ken 10, Etiquette 2, Melee 7, Performance 4, Stealth 9 and Survival 10.

**Knowledges:** Academics 3, Enigmas 6, Heart Wisdom 8, Investigation 7, Medicine 8, Occultism 9, Politics 4 and Religion 6.

**Disciplines:** Protean 10, Fortitude 10, Animalism 9, Potence 8, Obfuscate 8, Auspex 6, Presence 6 e Celerity 6.

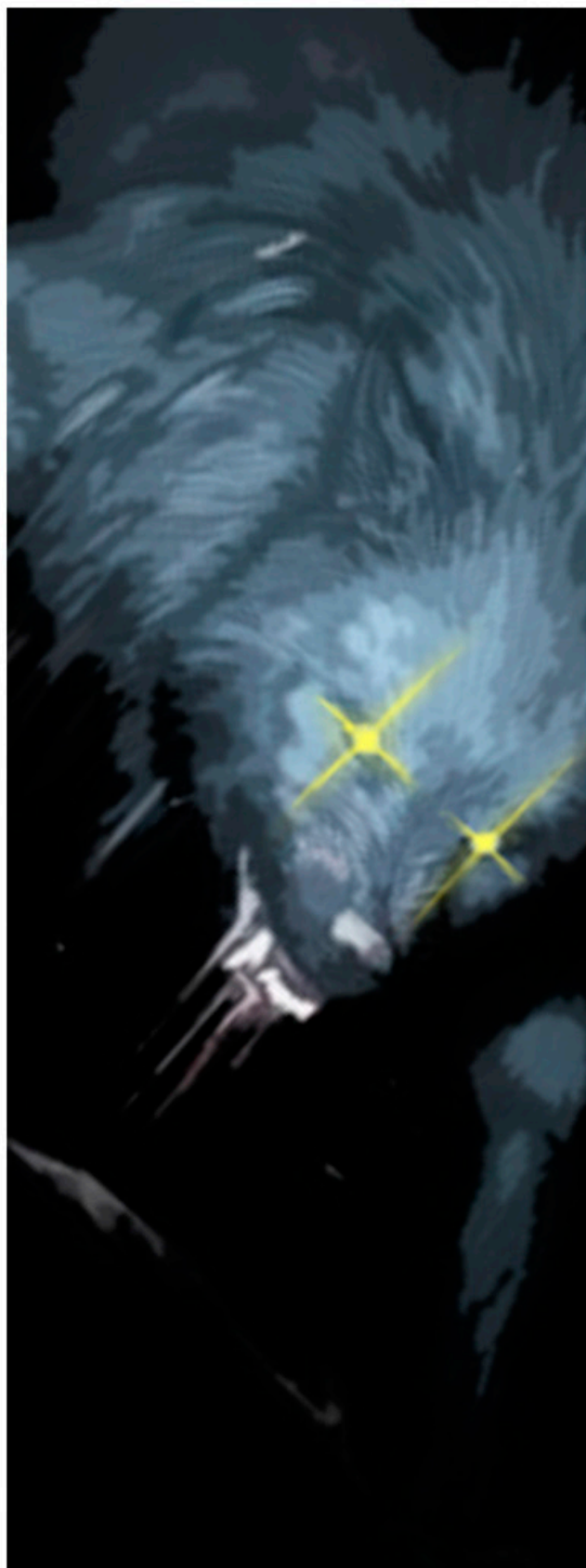
**Virtues:** Instinct 5, Unknown.

**Morality:** Road of the Beast 10.

**Willpower:** 10

**Derangements:** Sanguinary Cryptophagy, Blood Sweats and Schizotypal.

**Interpretaion Tips:** Ennoia must be considered very sympathetic to those of her clan, treating them almost like her own pack. Actually acting as a protector, but still being strict with each one of them. Ennoia does not care and insists little on those who are not of her clan.



And even if she has this appreciation for the clan, she would never let any member get in the way of any goal of her own. Ennoia can act as a “mother”, but she is not stupid or blind.

When interpreting her, remember that it has a very powerful instinctual nature, the fruit of its creation while it was still human and that for this reason, it can often appear to be too bestial. But it doesn't take away the fact that Ennoia can still be as smart as the other Antediluvians. It's all about behavior and appearance, and appearances are often deceiving.

## Lasombra

**Name:** Lucien

**Senhor:** Unknown.

**Embrace:** circa de 8.000 BC

**Final Death:** circa 1405 AD

**Natureza:** Idealist

**Demeanor:** Visionary

**Generation:** 3rd generation

**Idade Aparente:** Desconhecido.

**Attributes:** Strength 7, Dexterity 6, Stamina 6, Charisma 6, Manipulation 9, Appearance 0 or 6, Perception 9, Intelligence 9, Wits 9.

**Talents:** Alertness 9, Athletics 8, Awareness 10, Brawl 8, Empathy 2, Expression 7, Intimidation 10, Subterfuge 7.

**Skills:** Animal Ken 5, Commerce 8, Etiquette 6, Melee 8, Performance 8, Heart Wisdom 9 e Survival 10.

**Knowledges:** Academics 8, Enigmas 8 (Abyss), Heart Wisdom 8, Investigation 9, Occultism 10, Politics 6, Theology 7.

**Disciplines:** Obtenebration 10, Abyss Mysticism 9, Potence 9, Dominate 9 Fortitude 8, Presence 7, Animalism 6, Obfuscate 6, Celerity 3.

**Virtues:** Unknown.

**Moralidade:** Unknown.

**Força de Vontade:** 10

**Derangements:** Fugue, Antisocial, Paranoia, Megalomania and Desensitization.

**Interpretation Tips:** Intimidation and fear are the right words for this character. Perhaps because of the time he spent manipulating the energies of the Abyss, Lasombra acquired intimidating characteristics. As if a bad feeling just being close to him was constant and present. When interpreting him, keep in mind that he is probably a man of immense curiosity. Lasombra presents expressions that are almost always serious, with a frightening look, as if he were reading the souls of those he sees, killing and swallowing them with his gaze.

Even if he is not really thinking about killing them, and is focused on other tasks, projects and discoveries about the Abyss, Lucien is probably a serious, calm guy, with little empathy and sensitivity to others. Possibly the result of the time of interaction with the Abyss.

## Malkavian

**Name:** Malkav

**Sire:** possibly Enoch.

**Embrace:** circa 8 to 10.000 BC

**Nature:** Enigma ou Philosopher

**Demeanor:** Architect

**Geração:** 3rd Generation.

**Apparent Age:** Unknown or Inexistent.

**Attributes:** Strength 6/0, Dexterity 6/0, Stamina 6/0, Charisma 8, Manipulation 8, Appearance 6/0, Perception 9/10, Intelligence 9/10 e Wits 9.

**Talents:** Alertness 8, Athletics 5, Awareness 9, Brawl 5, Empathy 9, Expression 8, Intimidation 6 e Subterfuge 7.

**Skills:** Animal Ken 6, Commerce 5, Etiquette 4, Melee 5, Performance 7, Stealth 7 e Survival 6.

**Knowledges:** Academics 9, Enigmas 10, Investigation 6, Heart Wisdom 6, Occultism 10, Politics 6 e Religion 5.

**Disciplinas:** Dementation 10, Auspex 10, Obfuscate 9, Fortitude 8, Presence 8 e Animalism 6.

**Morality:** Unknown.

**Willpower:** 10

**Derangements:** Dissociative Identity Disorder, Bipolar Affective Disorder, Hysteria, Memory Lapses, Schizophrenia and Post-Traumatic Stress Disorder (Dementation 10).

Consider that Malkav, after becoming the Malkavian network, will not necessarily need a physical body and therefore, the Physical Attributes can be 0, since it does not have a physical form. The same goes for Appearance. Consider Malkav with 10 in Intelligence only after his transformation into the Malkavian Network. Before that, he must have 9.

**Interpretation Tips:** Malkav was probably a very charismatic and friendly being while he was not suffering from his Disturbances. It is very difficult to define what Malkav's Disorders are, but it is likely that there were at least three.

In addition to his Charisma, he has perhaps become the most intelligent of all Antediluvians because he is the only one to understand reality as it really is. Malkav must be the wisest and most intelligent, not in any way unsympathetic, but not necessarily naive. Probably Malkav has an almost unique reading about everyone who thinks of talking to him in some way.

## Nosferatu ou Nictuku

**Name:** Absimiliard

**Sire:** Zillah.

**Embrace:** c. 8.000 BC

**Nature:** Monster

**Demeanor:** Autocrat

**Generation:** 3rd Generation.

**Apparent Age:** Impossible to define.

**Attributes:** Strength 8, Dexterity 7, Stamina 7, Charisma 7, Manipulation 10, Appearance 0, Perception 8, Intelligence 8, Wits 8.

**Talents:** Alertness 8, Athletics 9, Awareness 7, Brawl 7, Empathy 1, Expression 6, Intimidation 10, Subterfuge 9.

**Skills:** Animal Ken 10, Archery 6, Commerce 8, Etiquette 5, Performance 5, Melee 6, Stealth 10, Survival 9

**Knowledges:** Academics 6, Enigmas 6, Wisdom Heart 8, Investigation 8, Medicine 6, Occultism 8, Politics 8, Theologia 5.

**Disciplines:** Obfuscate 10, Animalism 10, Potence 9, Fortitude 6, Protean 6, Dominate 4 e Presence 5.

**Virtues:** Unknown.

**Morality:** Unknown.

**Derangements:** Sanguinary Cryptophagy (Nosferatu), Dissociate Blood-Spending, Paranoia and Obsessive-Compulsive Disorder (Destroying all Nosferatu).

**Willpower:** 9

**Interpretation Tips:** Monster. Literally a living monster. Absimiliard must be interpreted as one of the worst beings that ever set foot on Earth. Perhaps because of his monstrous appearance, he decided to show what is a horror to the world. It is not known, but Absimiliard can be charismatic only when he wants to. If he can, he will torture, hurt, break bones, and do the worst things to get what he wants. Consider that he has a strong objective against the Nosferatus in Gehenna and will probably fulfill them anyway.

The feeling that inhabits Absimiliard most likely is one of hatred and revolt. He must certainly have fits of fury and hatred, but most of the time he still controls them. Absimiliard is the type that wastes no time and would probably kill anyone who tries to stop him from achieving his goal. Perhaps Mekhet is one who compares to Absimiliard's evil personality. It is not known, nothing is truthfully proven.

## Ravnos

**Name:** Zapathasura or Dracian

**Sire:** Irad, Caine or the Oriental Gods

**Embrace:** entre 8 e 10.000 a.C

**Final Death:** June, 1999.

**Nature:** Survivor

**Demeanor:** Devious

**Generation:** 2nd or 3rd Generation.

**Apparent Age:** between 20 and 30's.

**Attributes:** Strength 6, Dexterity 7, Stamina 8, Charisma 8, Manipulation 8, Appearance 8, Perception 8, Intelligence 7, Wits 7.

**Talents:** Alertness 9, Athletics 6, Awareness 9, Brawl 5, Expression 6, Intimidation 7 and Subterfuge 8.

**Skills:** Animal Ken 9, Commerce 4, Etiquette 3, Melee 6, Performance 8, Stealth 8, Survival 8 and Religion 5.

**Knowledges:** Academics 7, Enigmas 7, Heart Wisdom 10, Investigation 7, Occultism 9, Politics 6, Theology 6.



**Disciplinas:** Chimestry 10, Fortitude 9, Animalism 9, Presence 8, Auspex 7, Obfuscate 7, Sadhana 6, Protean 6 e Celerity 5.

**Virtues:** Unknown.

**Morality:** Unknown.

**Derangements:** Schizotypal, Bulimia, Dissociative Identity Disorder and Compulsion (Maleficent)

**Willpower:** 10

**Interpretation Tips:** In the version in which we know her as Zapathasura, the elder of the Ravnos clan was created as champion of the Eastern Gods in the fight against the Asuratizayya. That is why she has a strong personality, is determined and does what she wants. However, it is pure corruption, the result of manipulation by the gods that created it in this way to fight evil, using evil.

In the version of Irad or Cain, Dracian was a thief, who was embraced to spy on the 3rd generation Kindred who were gathering to overthrow the 2nd generation. In any case, interpret him as a mean being, full of resentment, hatred, malice and strategist. She cares for no one but the members of her own clan and will use them to complete her goals.

## Salubri

**Name:** Saulot

**Sire:** possibly Enoch.

**Embrace:** 8.000 BC

**Nature:** Guru or Fanatic

**Demeanor:** Architect or Mártir

**Geration:** 3rd Generation.

**Idade Aparente:** 30's.

**Attributes:** Strength 7, Dexterity 7, Stamina 7, Charisma 8, Manipulation 8, Appearance 5, Perception 10, Intelligence 9, Wits 8.

**Talents:** Alertness 8, Athletics 6, Awareness 8, Brawl 6, Empathy 10, Expression 8 e Subterfuge 2.

**Skills:** Animal Ken 5, Commerce 4, Melee 5, Performance 8, Stealth 6, Survival 4.

**Conhecimentos:** Academics 8, Enigmas 8, Heart Wisdom 8, Investigation 8, Medicine 10, Occultism 10, Politics 7, Teologia 7.

**Disciplines:** Valeren 10 ou Obeah 10, Auspex 10, Fortitude 8, Presence 7, Animalism 6, Potence 6 e Celerity 6.

**Virtues:** Unknown.

**Morality:** possivelmente Humanidade 10.

**Willpower:** 10

**Derangements:** possibly Schizophrenia, Borderline and Obsessive-Compulsive Disorder (Achieve Golconda).

**Interpretation Tips:** There are some aspects of Saulot that are into debate. Some see him as a complete fanatic, a madman who acts like Malkav, but with his obsession with Gehenna. Others see him as a saint amidst a lot of evil vampires. Either way, you can interpret it in one way or another or combine the two. The fanatic who seeks Gehenna's solution through the awakening of other elders.

If you see him as a sanctified person, then he must be calm, compassionate and wise, like a teacher, really. If you see him as crazy, he may even be compassionate, but he will not tolerate mistakes and can certainly be unstable and lost in his countless thoughts. Saulot does not have Derangements if he actually achieves Golconda.

In the version in which Saulot is a Fanatic, he is probably considered a natural manipulator. Use the hope and kindness of everyone to make you think that he is the "hero" of the story. So if you use him in this way, putting him as a born manipulator, as an unscrupulous man and that if necessary, he will use anyone's feelings of hope to get closer to his goal: Create Gehenna.

## Tremere

**Name:** Tremere

**Sire:** created itself.

**Embrace:** 1022 b.C

**Nature:** Traditionalist / Opportunist

**Demeanor:** Idealist or variable.

**Generation:** 3rd Generation (by Diablerie)

**Apparent Age:** between 20's and 30's.

**Attributes:** Strength 4, Dexterity 4, Vigor 4, Charisma 5, Manipulation 6, Appearance 3, Perception 6, Intelligence 6, Wits 5.

**Talents:** Alertness 4, Athletics 3, Awareness 5, Brawl

3, Empathy 4, Expression 4, Intimidation 4, Leadership 5, Streetwise 3 e Subterfuge 5.

**Skills:** Animal Ken 4, Etiquette 5, Melee 3, Performance 5, Stealth 4, Survival 4.

**Knowledges:** Academics 5, Heart Wisdom 5, Enigmas 5, Investigation 6, Law 5, Occultism 7, Politics 6.

**Disciplinas:** Thaumaturgy 9, Auspex 8, Dominate 7, Presence 7, Fortitude 6, Vicissitude 3 e Animalism 3.

**Thaumaturgy Rituals:** Every ritual created until 1133 CE.

**Virtues:** Unknown.

**Morality:** Unknown.

**Derangements:** Paranoia.

**Willpower:** 9

Tremere is possibly the weakest 3rd generation in terms of sheet scores. What really helps him a lot is the amount of Thaumaturgical Paths he has, leaving the situation complicated against an enemy that really wanted him dead. Another great help he has is the fact that the Council of the Seven protects him from every danger. In fact, it's possible to say that even the Tremere Council are more powerful than Tremere because they had time to practice all their magics.

What hampered Tremere's learning was precisely the centuries of torpor and turmoil he achieved after the Diablerie de Saulot. Therefore, Tremere has some Disciplines possibly from Saulot, but his own, achieved with empirical knowledge, are few. Tremere's character sheet in time lived would be approximate of a Methuselah. It is possible to state that in comparison, Etrius or Goratrix would have surpassed him, in terms of mastery of Thaumaturgy and other Disciplines.

Tremere also has a small pontuation in Vicissitude due to the blood that he drank in his Embrace. Rumor has it that this blood belonged to a 4th generation member of Tzimisce Clan.

**Interpretation Tips:** Tremere initially could have been extremely Traditionalist, thinking that he came from an order of Magi who worked precisely with traditions. When he became a vampire, apparently Tremere abandoned part of the concepts of the Order of Hermes, so much so that he allowed his disciples to explore Thaumaturgy with all fervor and began to use the

darkest methods to ascend to power. Tremere became a complete opportunist with no efforts to get where he wants to go. If given opportunities, Tremere will use his own clan members as pieces to move this large board we call Jyhad, but of course, without sacrificing them because they are a huge and powerful base of power and influence that Tremere has.

To conclude, Tremere is a profiteer, a man who sees opportunities and uses them in the best and most intelligent way possible. Possibly he is completely selfish, caring only for himself.

## **Tzimisce**

**Name:** Mekhet

**Embrace:** cerca de 8.000 a.C

**Senhor:** possibly Enoch.

**Natureza:** Monster

**Comportamento:** Monster

**Generation:** 3rd Generation.

**Idade Aparente:** Impossible to define.

**Attributes:** Strength 7, Dexterity 7, Stamina 10, Charisma 6, Manipulation 9, Appearance 10 or Irrelevant, Perception 8, Intelligence 9, Wits 7.

**Talents:** Alertness 7, Athletics 6, Awareness 8, Brawl 7, Expression 5, Intimidation 9 e Subterfuge 7

**Skills:** Animal Ken 10, Performance 4, Melee 6, Stealth 6, Survival 9.

**Knowledges:** Academics 6, Enigmas 8, Heart Wisdom 9, Medicine 10, Moldara Carne 10, Occultism 9, Politics 6 e Theology 5

**Disciplines:** Vicissitude 10, Fortitude 10, Animalism 9, Auspex 9, Potence 6, Dominate 4 e Celerity 2.

**Virtues:** Unknown.

**Derangements:** A

**Morality:** Unknown.

**Derangements:** Paranoia, Schizoid, Antisocial Personality Disorder (Psychopath) and Compulsion.

**Willpower:** 10

**Interpretation Tips:** Mekhet is considered the oldest of the Antediluvians. There are two strands of history and in both strands Mekhet is a horrible being in terms

of humanity. He literally honors the name "Demon" he received and proudly uses this name.

The Antediluvian Tzimisce must be interpreted as a being of enormous evil. Tzimisce without any qualms and acts almost like a Baali when it comes to his personal goals. There are versions of the story that Tzimisce actually has a great evil that will destroy the world and that is why it is as bad as this, so that he can bear this weight. In any case, the ends justify the means for Mekhe. Tzimisce can be interpreted as one that corrupts itself so that the good is endured. But Tzimisce is such a corrupt being that even though his goal may, supposedly, be good, he can no longer see or perform any minimal act of kindness. Face it to stop Tzimisce, treating your own clan like slaves and dogs that must serve you as hosts is already an act of kindness. Certainly this is equated or perhaps even worse than Absimiliard.

## **Toreador**

**Name:** Arikel or Ishtar

**Sire:** possibly Enoque.

**Embrace:** c. 8.000 BC

**Nature:** Architect

**Demeanor:** Unknown

**Generation:** 3ª Generation.

**Apparent Age:** 20's to 30's.

**Attributes:** Strength 6, Dexterity 6, Stamina 6, Charisma 10, Manipulation 9, Appearance 10, Perception 8, Intelligence 7, Wits 7

**Talents:** Alertness 6, Athletics 6, Awareness 6, Brawl 4, Empathy 10, Expression 9, Leadership 9 e Subterfuge 10.

**Skills:** Animal Ken 2, Craft 10 (Paintings, Sculptures, Architecture), Etiquette 9, Melee 4, Performance 9, Stealth 5, Survival 3.

**Conhecimentos:** Academics 9, Enigmas 8, Heart Wisdom 6, Investigation 6, Law 5, Medicine 4, Occultism 7, Politics 7 e Religion 5

**Disciplines:** Presence 10, Auspex 10, Celerity 9, Dominate 7, Potence 6, Animalism 6 and Obfuscate 3

**Virtues:** Unknown.

**Morality:** possibly Humanity.

**Derangements:** Hysteria, Bipolar Affective Disorder,



Paranoia, Overcompensation and Megalomania.

**Willpower:** 10

**Interpretation Tips:** Arikel is somewhat confused in his interpretation. Possibly she can be completely upset, being a complete manipulator using all means and devices to achieve her goals. Arikel is an expert, perhaps the best manipulator among Antediluvians, being able to weave you into minutes of conversation while reading and understanding everything you say in an impressive way.

In the history that Arikel is disturbed, we will treat her as Sister of Malkav, possibly having seen what reality really is and being affected by it.

There is another possibility, that she is actually impressively pleasant, but without manipulating and trying to use the means to bend him in her favor. In all ways, interpret her as an extremely pleasant and graceful woman, just change your goals according to your chronicle.

## Followers of Set

**Name:** Set or Sutekh

**Sire:** possibly Zillah.

**Embrace:** c. 8.000 BC

**Nature:** Sadic

**Demeanor:** Visionary

**Generation:** 3rd Generation

**Apparent Age:** between 20's and 30's

**Attributes:** Strength 7, Dexterity 8, Stamina 7, Charisma 9, Manipulation 9, Appearance 7, Perception 8, Intelligence 9 e Wits 7

**Talents:** Alertness 7, Athletics 7, Awareness 7, Brawl 8, Empathy 1, Expression 6, Intimidation 9 e Subterfuge 10

**Skills:** Animal Ken 9, Commerce 6, Etiquette 6, Performance 7, Melee 9, Stealth 5 e Survival 6

**Knowledges:** Academics 6, Enigmas 8, Heart Wisdom 8, Investigation 6, Law 6, Medicine 7, Occultism 9, Politics 7 e Theology 10

**Disciplines:** Serpentis 10, Presence 9, Obfuscate 8, Fortitude 8, Auspex 6, Potence 6, Animalism 6, Dominate 5 and Celerity 4

**Virtues:** Unknown.

**Morality:** possibly a variant of the Road of Serpent or

Destruction

**Derangements:** Histrionic, Narcissistic, Sociopathy, Megalomania and Compulsion

**Willpower:** 10

**Interpretation Tips:** Envy, greed and destruction are adjectives for Set. Apparently, Set desires the destruction of everything and no matter how, he will do it and he will destroy, due to his desire for revenge cultivated through the centuries. But Set will never do this in a stupid and impetuous way, but in a millimetrically planned way. Set is almost a “Demon” in the sense of manipulation. He will engulf you in all your dirty games in the meanest and most unfortunate way possible. When he does not notice, Set has probably sold his soul and that of his neighbors.

This clearly does not prevent him from being elegant, majestic, philosophical and charming. He learned etiquette and how to use his charisma and was no accident. Interpret Set as a corrupt being, but who will never show his true face unless he feels he is in charge of the situation. Set will probably stab him in the back as soon as he gets the chance. Don't be surprised if this happens.

## Ventru

**Name:** Ventru

**Sire:** Irad ou Enoch.

**Embrace:** c. de 8.000 BC

**Final Death:** possibly 3.000 BC

**Nature:** Autocrat

**Demeanor:** Director

**Generation:** 3rd Generation.

**Apparent Age:** 30's

**Attributes:** Strength 8, Dexterity 8, Stamina 8, Charisma 8, Manipulation 10, Appearance 8, Perception 7, Intelligence 9, Wits 7.

**Talents:** Alertness 8, Athletics 6, Awareness 6, Brawl 4, Empathy 1, Expression 10, Leadership 10 e Subterfuge 10.

**Skills:** Animal Ken 2, Crafts 7 (Weapons, Armor), Etiquette 8, Melee 8, Performance 9, Stealth 4, Survival 2.

**Knowledges:** Academics 9, Enigmas 6, Heart Wisdom

6, Investigation 9, Law 8, Medicine 4, Occultism 9, Politics 10 e Theology 5.

**Disciplines:** Dominate 10, Presence 10, Fortitude 8, Auspex 8, Potence 6, Celerity 6, Animalism 2 e Obfuscate 2.

**Virtues:** Unknown.

**Morality:** possibly Road of Kings 7.

**Derangements:** Obsessive-Compulsive, Narcissistic, Sanguinary Cryptophagy (Honored Cainites) and Empathic Blindness.

**Willpower:** 10

**Interpretation Tips:** Ventru may be the possible stereotype of his own clan. Seen as a leader, impetuous, perhaps merciless, the absolute authority, the chosen one. His interpretation may be that of a man with a sense of leadership, of control almost impossible to go against. If Ventru hears advice, he will probably use that advice in his own way. He could never allow himself to be commanded by someone below his Status and he would never do anything without being the manipulator and controller of the whole situation.

As said, Ventru sees himself as “The Chosen of Cain” and this is the version told to all members of the clan. This may have made him very arrogant, even though he is captious and charismatic. If possible, you'll use your Intimidation to get what you want, although you don't necessarily need it. This Cainite is very intelligent and plays political games like nobody else, moving the pieces exactly as they should be.

Ventru is extremely determined and would never have the “luxury” of giving up on any personal goal. If necessary, he will do it, with or without honor, even if most of the time he tries to be honorable and pleasant, Ventru can sometimes let go of his honor and do what he wants to get exactly where he wants. Certainly, a Cainite that cannot be fully trusted.

## Antediluvians in Your Chronicle

There are some points that should be highlighted for the use of the characters. The first point is that elders like these should never be used lightly. Putting these characters on a campaign simply to solve any problem

or to “stop the players” makes them less respectable and important. Using them in this way makes all the respect and fear we have for these characters just go away and are difficult to recover. When you start to think about putting them in your chronicle, its nice to reflect if is a wise decision and if these character would have time to interfere in the NPC decisions. They would want that?

Take the time to read about the other Vampire books, to get acquainted with thir history, their numerous levels of disciplines available, the combination disciplines so that you can fit them into these characters and make them consistent with their level of power and interpretation. No matter what edition, the GM can always adapt levels from other editions to the one he plays. Remember to make them coherent, with bigger objectives than anyone.

Good games to all!



# Elders

## Centuries of History

Many of us have narrated and played with elder characters, but not everyone really knows how to be, interpret, create and narrate what an elder is. The Guide for Elders is a great help for your games, so you can create captivating and interesting characters, bringing much more immersion to your games.

## The Guide for Old Vampire Contains:

- Guide on how to create, with a step by step the story of your Elder;
- Pontuation, distribution of points and character interpretation;
- Narrative details; how to create chronicles for elders, Storytell for Elders and create challenges to match;
- New Flaw "Eternal Sleep";
- Plot ideas for your chronicle to involve old characters;
- Use of Methuselahs and Antediluvians in their chronicles, including sheets and details of the characters;

